

AMENDMENTS TO THE CLAIMS

1-14. (Cancelled)

15. (Previously Presented) A method of playing a game by first and second players, the method comprising:

providing at least first and second toy bases for use by respective first and second players, wherein each toy base comprises multiple components,
wherein the multiple components of each toy base are formed as generally-planar pieces,
wherein the generally-planar pieces are manually punched out or removed from at least one rectangular panel by at least one of the first and second players, and
wherein each of the first and second toy bases represent at least a portion of a vehicle or robot;
manually assembling the first toy base by the first player;
manually assembling the second toy base by the second player;
removably securing at least one accessory to a location on the first toy base by the first player, wherein the accessory has use under predetermined rules of play;
removably securing at least one accessory to a location on the second toy base by the second player;
moving the first manually assembled toy base under the predetermined rules of play by the first player;
moving the second manually assembled toy base under the predetermined rules of play by the second player;
generating a first random number and playing the game according to the predetermined rules of play by the first player;

upon occurrence of an negative event under the predetermined rules of play and based at least in part on the first generated random number, then either

- (i) removing the accessory or one of the multiple components of the second toy base, or
- (ii) replacing the accessory or one of the multiple components of the second toy base with a substitute accessory or substitute component, respectively, wherein the substitute accessory or substitute component represents damage to the accessory or one of the multiple components; and

generating a second random number and playing the game according to the predetermined rules of play by the second player;

upon occurrence of an negative event under the predetermined rules of play and based at least in part on the second generated random number, then either

- (i) removing the accessory or one of the multiple components of the first toy base, or
- (ii) replacing the accessory or one of the multiple components of the first toy base with a substitute accessory or substitute component, respectively; and

repeating the generating of random numbers and the removing or replacing of accessories or components, under the predetermined rules of play, until one of the first or second players wins the game at least in part because of the removing of accessories or components from the toy base, or because of the replacing of the accessories or components on the toy base with substitute accessories or substitute components.

16-21. (Cancelled)

22. (Previously Presented) The game method of claim 42, further comprising at least one piece of equipment and at least one random value generator, wherein the

equipment is associated with a function under the rules of play, and wherein the function is associated with at least one predetermined value or symbol derived from the random value generator.

23. (Previously Presented) The game method of claim 48 wherein as the first or second model loses at least one point under the rules of play, at least one of the predetermined subset of components is replaced with a corresponding substitute part, wherein the substitute part depicts damage with respect to the one replaced predetermined subset of components.

24. (Previously Presented) The game method of claim 42 wherein the generally-planar pieces are configured with mating slots and grooves to be assembled by hand.

25. (Cancelled) .

26. (Previously Presented) The game method of claim 48 wherein the first model represents a vehicle or a robot.

27.-32. (Cancelled).

33. (Previously Presented) The game method of claim 42, further comprising a set of self-adhesive labels for customizing the first or second toy bases.

34. (Previously Presented) The game method of claim 42 wherein the first toy base has a first set of graphics applied thereto, and wherein
another toy base is substantially identical to the first toy base, but which has a
second set of graphics applied thereto.

35. (Previously Presented) The game method of claim 42 wherein the first toy base is distributed in fewer quantities than the second toy base.

36. – 41. (Cancelled)

42. (Previously Presented) A method of playing a game by first and second players, the method comprising:

providing at least first and second toy bases for use by respective first and second players, wherein each toy base comprises multiple components,

wherein the multiple components of each toy base are formed as generally-planar pieces,

wherein the generally-planar pieces are manually punched out or removed from at least one rectangular panel by at least one of the first and second players, and,

wherein the first and second toy bases are distributed as a set within a package that obscures the first and second toy based from a purchaser, and wherein the first and second toy bases are randomly collated from other toy bases in distribution;

manually assembling the first toy base by the first player;

manually assembling the second toy base by the second player;

moving the first manually assembled toy base under predetermined rules of play by the first player;

moving the second manually assembled toy base under the predetermined rules of play by the second player;

generating a first random number and playing the game according to the predetermined rules of play by the first player;

upon occurrence of an negative event under the predetermined rules of play and based at least in part on the first generated random number, then either

(i) removing one of the multiple components of the second toy base, or

(ii) replacing one of the multiple components of the second toy base with a substitute component, wherein the substitute component represents damage to the one component; and
generating a second random number and playing the game according to the predetermined rules of play by the second player;
upon occurrence of an negative event under the predetermined rules of play and based at least in part on the second generated random number, then either
(i) removing one of the multiple components of the first toy base, or
(ii) replacing one of the multiple components of the first toy base with a substitute component; and
repeating the generating of random numbers and the removing or replacing of components, under the predetermined rules of play, until one of the first or second players wins the game at least in part because of the removing of components from the toy base, or because of the replacing of the components on the toy base with substitute components.

43. (Cancelled)

44. (Cancelled)

45. (Previously Presented) The method of claim 42 wherein each of the first and second toy bases represent at least a portion of a vehicle or robot.

46. (Previously Presented) The method of claim 42, further comprising first and second weapon accessories for use with the first and second toy bases, wherein the first and second weapon accessories are respectively associated with differing first and second ranges.

47. (Previously Presented) The method of claim 42 wherein a single stock keeping number is associated with the set and other sets of toy bases.

48. (Previously Presented) A method of playing a game, comprising:
defining a goal and a series of actions of play for achieving the goal between first and second players;
providing first and second models to be assembled by at least one of the first and second players,
wherein each of the models comprises multiple components configured to be manually assembled without use of glue or permanent fasteners,
wherein at least first and second predetermined subsets of the multiple components are configured to be readily removed and reattached to the respective first and second models,
wherein the multiple components are formed within at least first and second panels of planar, substantially rigid material, and are configured to be manually removed from the first and second panels, and
wherein the first and second panels each have a width-to-length ratio of approximately 5.5 to 8;
manually assembling the first model from the multiple components, including removably securing the first predetermined subset of components to the first model, wherein the first predetermined subset of components help in furthering the game goal;
manually assembling the second model from the multiple components, including removably securing the second predetermined subset of components to the first model, wherein the second predetermined subset of components help in furthering the game goal;
moving the first manually assembled model under at least one of the series of actions of play;

moving the second manually assembled model under at least one of the series of actions of play;
generating a first random value and furthering the goal under at least one of the series of actions of play between the first and second players; and
generating a second random value and furthering the goal under at least one of the series of actions of play between the first and second players; and
wherein the game method further includes:
upon occurrence of a negative event, either
(i) manually removing one of the predetermined subset of components from the first or second model, or
(ii) manually replacing one of the predetermined subset of components from the first or second model with a substitute component, and
achieving the game goal when all of the first or second predetermined subset of components are removed or replaced with respect to the first or second model.

49. (Previously Presented) The method of claim 48, wherein at least some of the predetermined subsets of components either inflict damage on an opponent player's model under the series of actions of play and in furtherance of the goal, or protects a player's model against damage inflicted by the opponent player's model.

50. (Cancelled)

51. (Previously Presented) The method of claim 48, wherein the multiple components are packaged for distribution as a unit, and wherein the unit has one of at least three distribution categories, wherein the three distribution categories are common, uncommon, and rare, which correspond respectively to three levels of distribution rarity.